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Subject: I need anti-tactics

Posted by [lindvior](#) on Fri, 30 Mar 2007 18:06:06 GMT

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I started to play the game last week in my local cybercafe (I live in Hong Kong). Some one installed the game in the server and all of a sudden, alot of people were playing the game.

I only played the game a few times when it first came out, I think it was due to RA2...(i played it even now)...so I didn't put alot of effort in this game.

So now, I have to face some semi-strong players in my place...and the don't like teaching me...because...I don't know.

Here's some strat they use:  
(we usually play 5v5 or 6v6)

1) Engi rush...(ok i play RA2 too much)

They use a tank or any vehicle that can withstand the defense long enough for the engineer inside to get in the structure and blow it up. I can't kill him fast enough because he's already so near the tower and after he sets the C4, he jumps around and I need to kill him before I can disarm the C4 but around 90% of times it's too late.

Engi rush in RA2 was popular when everyone were noobs, but it became easy to prevent after all were decent players. I don't know how the situation in Renegade though...

2) Another type of engi rush...

At the start, they all go engineers and c4 my harvestors...that's it.

3) MLRS

Since the missiles don't fly straight, they use the arc to fire around obstacles, and the take out Obelisks/Advanced Guard Towers easily.

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That's the main problems I face in everygame against them.

I am good in CQB's, because of Counterstrike. When it comes to soldier vs soldier, I never lose against them. I like the mini ioncannon alot, takes out people in one shot.

But I understand the game isn't CS, they just seem to get past defenses easily and take out my buildings and I can't stop them even if I'm there...(Yes I can kill the engineer but they buildings blow up...)

Can ne1 help me?

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Subject: Re: I need anti-tactics  
Posted by [Canadacdn](#) on Fri, 30 Mar 2007 18:24:56 GMT  
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If they do 1: alert your team to where it is happening, most of them will probably be engineers, so your remote c4s should be able to kill the vehicle fast enough for your other teammates to get in.

You could also mine the building, or get a vehicle like a humm-vee or APC and block their vehicle when it is approaching your base. That way, they will be delayed and the defenses will kill them.

For 2: Go out into the field with a buggy or Humm-vee and shoot them or run them over.

For 3: MRLS are really weak vehicles, sniper rifles and railguns (also personal Ion Cannon) will make short work of them. If you can get a chem warrior up close too, they will kill the MRLS no problem. Just be careful not to get run over.

Hope these strategies help.

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Subject: Re: I need anti-tactics  
Posted by [Crusader](#) on Fri, 30 Mar 2007 21:36:25 GMT  
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Be very aggressive in Renegade or it is hard to survive!

- If there are frequent engineer rushes early on, upgrade to Shotgunner and guard your base...guard crucial buildings so when the engi's come, you can blow their heads off.

- Mine INSIDE THE DOORS of buildings as soon as you can. This is a MUST to successful defense of the base.

- If your harvester is getting attacked, get a Humvee/Buggy to protect it early on. The enemy attacks your Harvester to bump up their score, get credits and deny you the funds. So it is important you defend it and get the initial cash flowing.

- The MLRS can be dangerous but it is like a paper cup. I laugh when this machine come my way because I usually kill it. Even the basic 500 credit sniper (Black Hand or Dead Eye) can damage the MLRS to a point that the driver gets discouraged and backs off. Press the attack and destroy the vehicle.

-Since you like the Sydney with the Portable Ion Cannon very much, you can guard you can kill the enemy harvester this way. You can also defend your base against enemy vehicles with this character.

But the key to it all is aggressiveness. Also choose the faction you are most comfortable with and develop your skills from there!

Happy Renegading!

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Subject: Re: I need anti-tactics  
Posted by [ericlaw02](#) on Thu, 26 Apr 2007 05:35:27 GMT  
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Hello, fellow Hongkonger

Another tip for mining is: don't overmine. There's an 30 mine limit for the game, but if it's possible, try to mine 4-5 mines for each door (again, if it's possible).

Again, MRLS/Artillery and VTOL vehicles can be easily destroyed by snipers due to their armor/armour.

I suggest you to try to snipe the engies trying to C4 the harvester in the field...

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Subject: Re: I need anti-tactics  
Posted by [Genesis2001](#) on Thu, 26 Apr 2007 14:39:03 GMT  
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IronBalls wrote on Fri, 30 March 2007 15:36Be very aggressive in Renegade or it is hard to survive!

This means having the balls to go after an enemy when you're out numbered.

IronBalls wrote on Fri, 30 March 2007 15:36- If there are frequent engineer rushes early on, upgrade to Shotgunner and guard your base...guard crucial buildings so when the engi's come, you can blow their heads off.

Practice your aim, I believe a quick jump up will blow their head right off.

IronBalls wrote on Fri, 30 March 2007 15:36- Mine INSIDE THE DOORS of buildings as soon as you can. This is a MUST to sucessful defense of the base.

What I do is mine the sides of the doors (on the walls) that way an engi/hottie/techie can't sit outside the building and disarm them.

IronBalls wrote on Fri, 30 March 2007 15:36- If your harvester is getting attacked, get a Humvee/Buggy to protect it early on. The enemy attacks your Harvester to bump up their score, get credits and deny you the funds. So it is important you defend it and get the initial cash flowing.

Not much to say on this...

IronBalls wrote on Fri, 30 March 2007 15:36- The MLRS can be dangerous but it is like a paper cup. I laugh when this machine come my way becuae I usually kill it. Even the basic 500 credit sniper (Black Hand or Dead Eye) can damage the MLRS to a point that the driver gets discouraged and backs off. Press the attack and destroy the vehicle.

Again, not much to say...

IronBalls wrote on Fri, 30 March 2007 15:36-Since you like the Sydney with the Portable Ion Cannon very much, you can guard you can kill the enemy harvester this way. You can also defend your base against enemy vehicles with this character. PIC's are excellent

IronBalls wrote on Fri, 30 March 2007 15:36But the key to it all is aggressiveness. Also choose the faction you are most comfortable with and develop your skills from there!

Happy Renegading!

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